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RIDDLE OF THE SPHINX™

GAME PROGRAM INSTRUCTIONS

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Designed by Bob Smith

IMAGIC

Customer Services
Kathleen Boothe
P O Box 2055
Saratoga, CA 95070



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➤ Hieroglyphics on an ancient obelisk tell a strange tale:

These are dark times.

Death's long shadow rests across the Valley of the Kings. Anubis, jackal-headed god of the dead, has cast his curse over all of Pharaoh's kingdom. A plague of scorpions and hordes of thieves lie thick upon the land. O hear the thin whine of despair! Sing of Pharaoh's Son, all hail the Prince of Egypt! Deliver us from this curse! Brave the dangers of the desert. Seek the answer to the Riddle of the Sphinx. Pay Anubis' ransom with your treasures, O cunning Prince of Wiles. Reach the Temple of Ra, source of light and life.

Pharaoh's heir—be wise, be wily—and beware!



Travel Back to Ancient Egypt

⇒ Pharaoh's kingdom languishes under a vile curse. His son, Egypt's heir, travels across the Valley of the Kings. To lift the curse he must reach the Temple of Ra with priceless treasures. He must solve the Riddle of the Sphinx.

⇒ He barter with nomad traders. Some give him gifts and artifacts useful to him on his journey. Some steal.

⇒ Armed only with a sling and rocks, the Son of Egypt combats marauding thieves and deadly scorpions. His trials earn him inner strength. Oases refresh his thirst. Time heals his wounds.

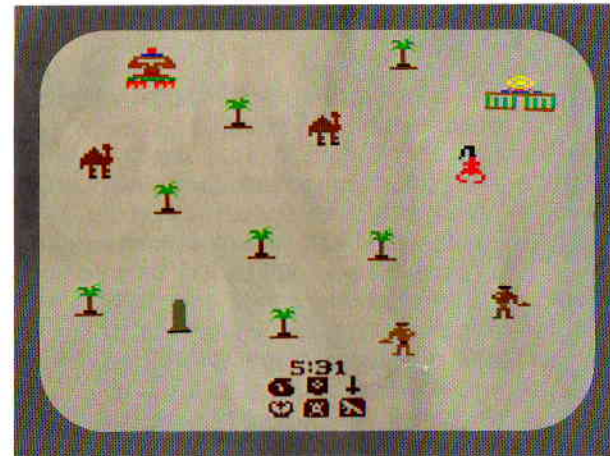
⇒ Approaching sacred monuments—Pyramids, the Temples of Isis and Anubis, the inscrutable Sphinx—Pharaoh's Prince seeks to make the correct offering. If he fails to do so, he may not be able to move further or receive priceless objects in exchange. If he pleases the gods, his inner strength points grow greater and his store of treasures increases. He advances toward the Temple of Ra, source of light and life.

⇒ Once there, he hopes to possess the treasure that will open the Temple to him, liberating Egypt of Anubis' fierce curse.

⇒ These things weigh on the young Prince. He reviews his purpose: to lift the curse and prove himself a worthy successor to Pharaoh, he must:

- ⇒ gain as many inner strength points as possible
- ⇒ complete his quest as rapidly as he can
- ⇒ collect all the treasures he can find
- ⇒ reach the Temple of Ra

⇒ The Son of Pharaoh girds his loins. He prepares to confront his fate on the timeless sands that are Egypt.







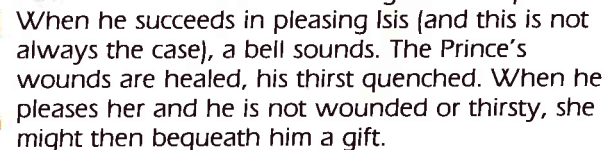
Console Controls

- ⇒ Insert cartridge in console, label up. Turn power switch to **on**.
- ⇒ Flip Game Select Lever to choose one of the three Riddle of the Sphinx games.
- ⇒ Game number appears in a black box at bottom of screen, left of center.
- ⇒ Hit Game Reset Lever to begin action. Game begins again whenever Reset Lever is tapped.

Note: Black and White/Color lever does **not** affect the color display on your television set.

- ⇒ To see how much **time** has elapsed during a game:
 - ⇒ set Black-White/Color Lever to Color;
 - ⇒ set Right Difficulty Lever to position A.
- ⇒ To find out the Prince's **inner strength** score:
 - ⇒ set Black-White/Color Lever to Color;
 - ⇒ set Right Difficulty Lever to position B.
- ⇒ To find out Prince's **wound** and **thirst** scores:
 - ⇒ set Black-White/Color Lever to Black-White.
- ⇒ To **slow** action, set Left Difficulty Lever to position B.

- | | | |
|---|-----------------------------------|---|
|  | robbed by a thief | 1 wound |
|  | struck by a thief's rock | 1 or 2 wounds
(depending on
level of difficulty.) |
|  | stung by a scorpion | 2 wounds |
|  | touched by the
evil god Anubis | 3 wounds |





Anubis, god of the land of the dead, faithful guardian of tombs, must be avoided or he will seriously wound the son of Egypt. The merest touch results in a wound. Anubis touches Prince:

- The Son of Pharaoh must be careful not to hurl rocks at Isis or Anubis. This act constitutes excessive pride, and his inner strength score suffers for it.

- 



staff



spade

Pharaoh's Prince must practice caution, for while he digs he is vulnerable to attack.

- 👉 Cover offering with black box before reaching a sacred monument or temple.
- 👉 Approach reverently, from below.
- 👉 Touch the bottom center of each sacred place.
- 👉 Present an incorrect offering: the Prince loses 20 inner strength points.
- 👉 Present correct offering:
 - 👉 Prince receives 500 inner strength points.
 - 👉 The offering will disappear.
 - 👉 Often, a worthier treasure appears in place of the offering.



The Royal Astrologer also gave the Prince curious lessons to study. The Son of Pharaoh puzzles over the Seer's strange words. He is certain they contain veiled clues as to which offering he should make at the many sacred monuments and temples he encounters.

The Son of Egypt consults the cryptic messages as he reaches each sacred place.

These wondrous monuments and temples fill the Prince with awe. Of them the Astrologer has written:



Pyramids

"Rare gifts await he who unlocks the age-old mystery of the Pyramids."



Phoenix

"The fire bird, newly risen from its ancient ashes, can provide you with a key to the riddle you seek to solve. You will know what gift to offer if you unroll and read the writing on your heart."



Temple of Isis

"Gentle Isis, goddess of all that is good. Her Temple in the desert is as a precious jewel in Egypt's crown. Offer her a gift worthy of an empress."



Temple of Anubis

"Temple like a tomb, vaulted home of Death. You will have found its key in the circle that does not end, the sign of life's eternal rebirth."



Sphinx

"Inscrutable marvell Find the offering it seeks and you will have solved its riddle. A bird can fly over, a scarab crawl past or a lion stalk by—Son of Egypt, turn to these! It is written as on stone."

Once the Prince passes these grand obstacles, he strives to reach the Temple of Ra, revered by all Egypt as the source of light and life.



Temple of Ra

Upon reaching the Temple of Ra, Son of Pharaoh offers all his treasures.

Ra sometimes accepts willingly. He rewards the Prince with great stores of inner strength.

Often, though, Ra insists on an offering before consenting to accept the Prince's treasures. His quest remains unfinished. All Egypt remains accursed. The Prince loses inner strength points should he offer the wrong object.

The Prince examines all his possessions for the correct offering. He searches tirelessly in pursuit of this simple object.

What is it?

Where can it lie hidden?

Son of Pharaoh thirsts for the answer to this quandry.

Pharaoh's Astrologer has written:

"Ra has all. What need has Ra of wealth? Offer instead that which stands yet cannot stand; that which journeys far yet has no legs; that companion you rely and lean upon, yet never think to call friend."

➤ Prince makes incorrect offering: he loses 20 inner strength points.

➤ Prince makes correct offering to Temple of Ra: earns 500 inner strength points.

➤ For each treasure presented to the Temple of Ra: Prince earns 700 inner strength points.

The Journey Ends

The game ends when the Prince either:

➤ reaches the Temple of Ra, makes the correct offering (if necessary) and his treasures are accepted or

➤ Pharaoh's Prince dies of wounds received on his journey.

Game 1: Son of Egypt tries to get through Pharaoh's kingdom.

- as quickly as he can
holding as much treasure as he can find

Ra accepts the Prince's treasures without asking for an offering.

Son of Egypt begins his long trek holding a shield.

Game 2: The journey grows more difficult.

- 🐉 The Sphinx won't let the Prince pass.
- 🐉 The Prince must make the correct offering, worth 500 inner strength points.
- 🐉 The Temple of Ra requires an offering.
- 🐉 Without the offering, no treasures will be accepted.



The Heir to Egypt's throne starts his journey holding a shield.

Game 3: The supreme challenge.

The Son of Pharaoh must make **2** offerings at each of these sacred places:

- Phoenix
- Temple of Isis
- Temple of Anubis

Of these offerings, this much is known:

-  a certain **treasure** or **object** will satisfy the gods and earn the Prince 500 inner strength points. (See Astrologer's clues.)
-  a certain **object** will lift the spell blocking the Prince's passage at each of the three sacred places.

The Astrologer has provided the Prince with this clue:


"The first is rooted in relief;

The next you'll find well-found;

The last of three is a cloak you wield when enemies abound."

For making the correct selection, the Prince receives 500 inner strength points at each sacred place.

The Son of Egypt must also make a single correct offering at:

-  Sphinx
500 inner strength points. Lifts spell blocking his passage.

 Temple of Ra

500 inner strength points. Offer satisfies Ra.
Ra accepts treasures.

Pharaoh's Prince embarks on this quest carrying a spade.

Tips to the Wise Wanderer

- Keep track of which treasures are appropriate offerings at each of the sacred monuments and temples.

➤ When the Prince reaches a sacred monument or temple, he will want to make sure he defeats any thieves in the area before making an offering. If thieves disturb the ceremony, the Prince's offering may not be accepted, even if it is correct.

Study the Astrologer's messages. They can lead the Prince to making correct offerings and locating the special item necessary to the Temple of Ra.

⇒ When backtracking across the Valley of the Kings, the Prince may want to keep to the extreme left or right. The Prince will then be surprised less often by thieves, scorpions and the vile god Anubis.

➤ The Prince will want to become familiar with his entire kingdom. He will want to visit every area and explore even the most mundane locale.

Though unnecessary in Game 1, the Prince may still wish to make offerings at all sacred monuments and temples. He will receive inner strength points as a result of the consideration he has shown.

The Royal Astrologer's clues, as they have been revealed here, tell the Prince all he needs to know—if he is clever and patient.

Even so, shortly after the Son of Pharaoh embarked on his quest, the Astrologer went into a deep trance. He began to mumble. An otherwise witless scribe took notes.

These priceless notes contain all the answers necessary to the Prince: which offerings to make at what temples—even where to seek the object that satisfies the Temple of Ra.

If you despair of divining these answers yourself, or simply wish to possess so rare a treasure, write to: Son of Thoth

IMAGIC

981 University Ave.
Los Gatos, CA 95030